FIGURE 1

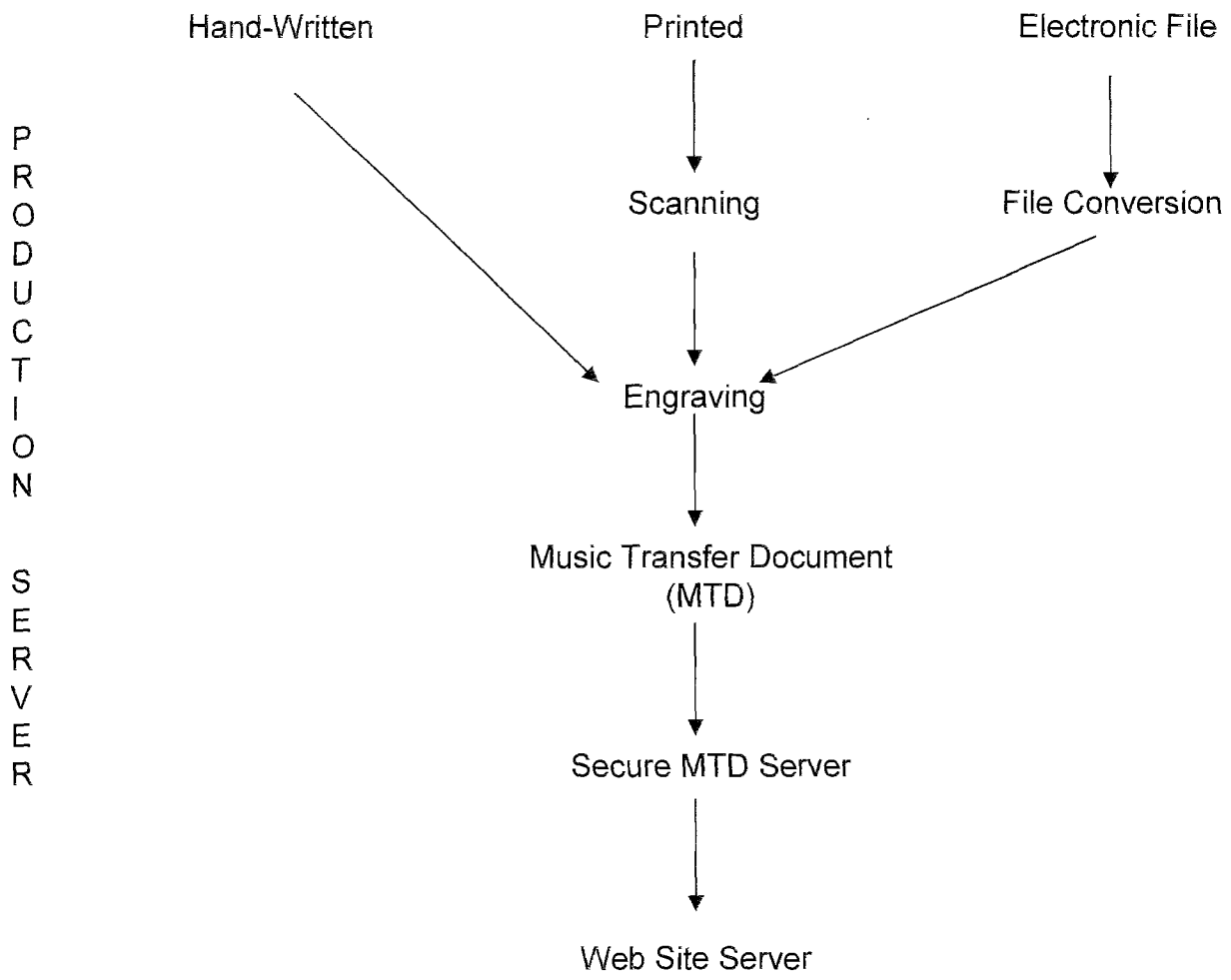
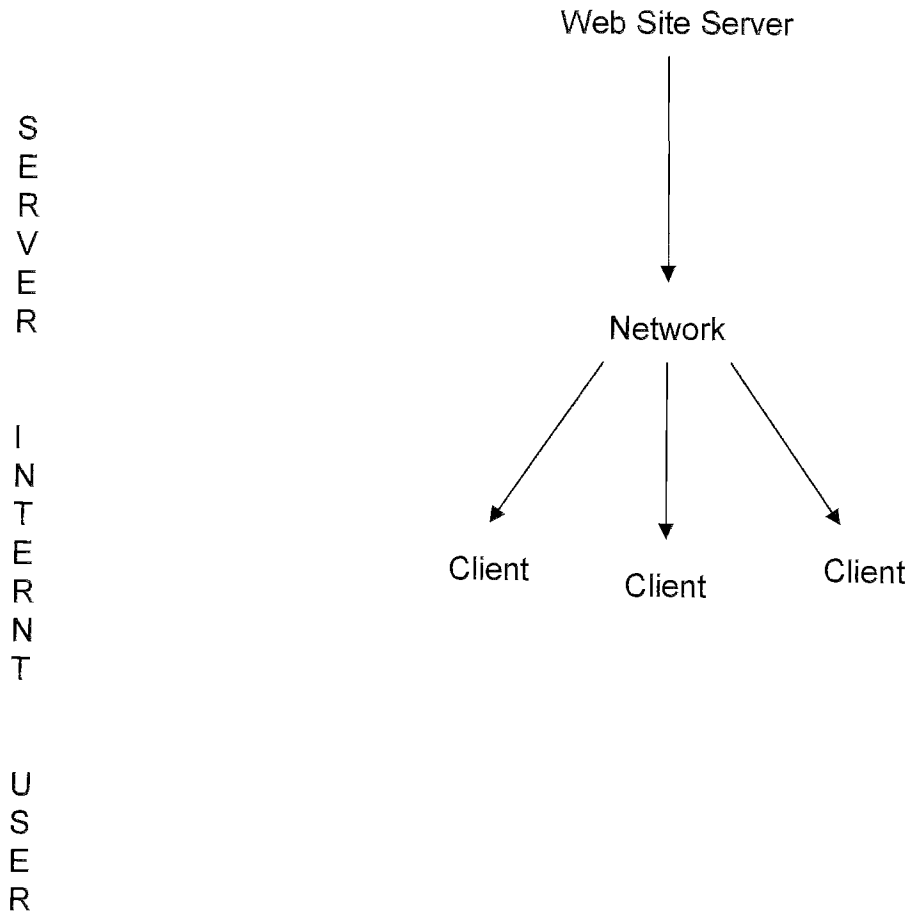

PRODUCTION SERVER
Hand-Written
Printed
Electronic File
Scanning
File Conversion
Engraving
Music Transfer Document (MTD)
Secure MTD Server
Web Site Server

FIGURE 2


SERVER
INTERNT
USER
Web Site Server
Network
Client
Client
Client

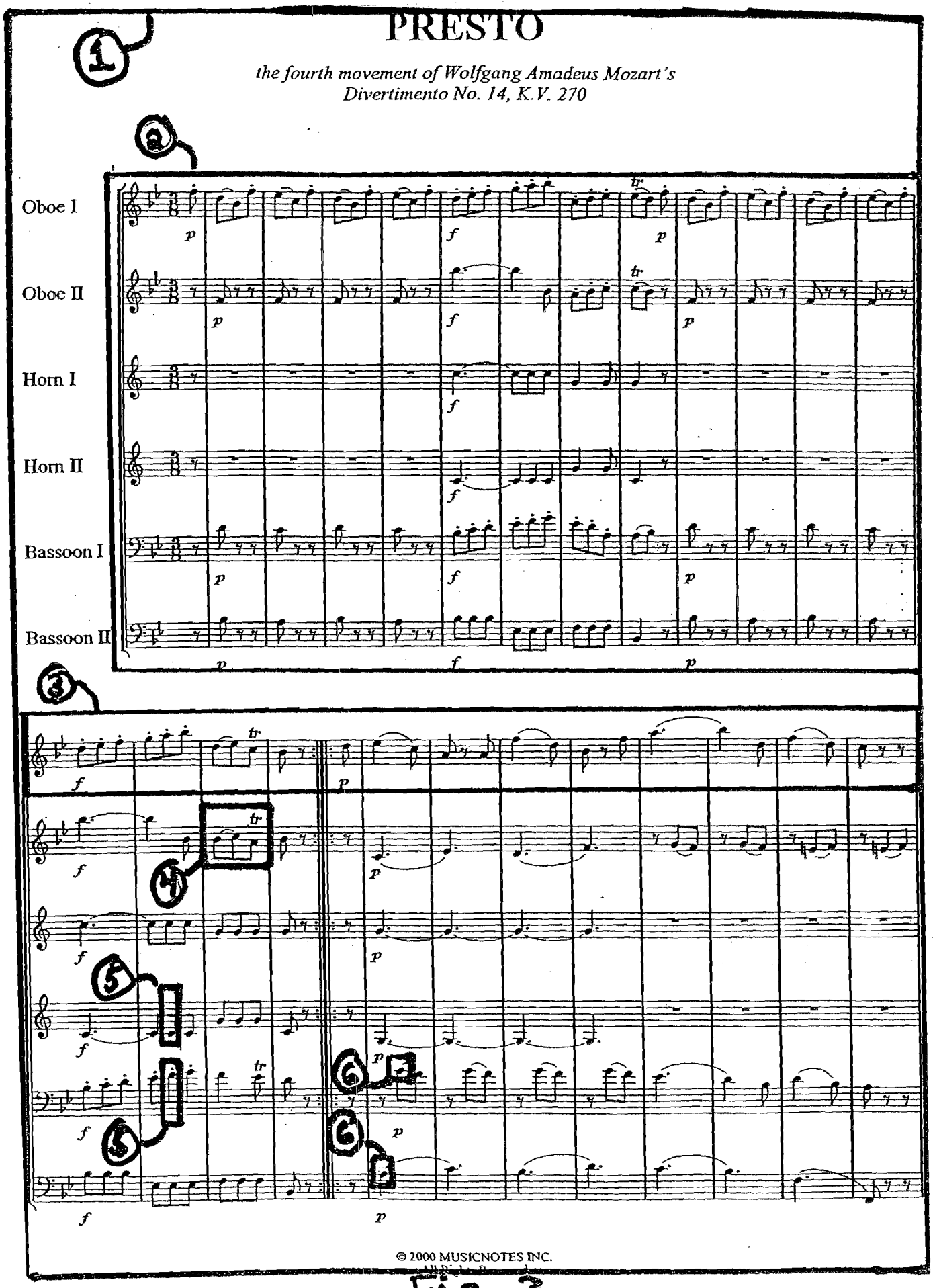

1
PRESTO
the fourth movement of Wolfgang Amadeus Mozart's
Divertimento No. 14, K.V. 270
2
Oboe I
Oboe II
Horn I
Horn II
Bassoon I
Bassoon II
3
4
5
5
6
6
© 2000 MUSICNOTES INC.

Fig. 3

FIGURE 4: Scheme for a Sequence Map

SEQUENCE MAP

HEADER
Number of Tracks

TRACK 1
HEADER

Sequence Level
Number of sub-sequences

SUB-SEQUENCE
Starring number
Number of successive bounding boxes in a sub-sequence

TRACK 2

FIGURE 5: Data for a Sequence Map of a 124 Measure String quarret, with a repeat of 1-8 Measures

```
        4     ; 1 byte: number of tracks – header
T
R       4     ; 1 byte: track 1 uses Level 4 bounding boxes-that is, measures
A ──►   2     ; 1 byte: number of sub sequences
C       1     ; 1 byte: start at measure one
K       8     ; 1 byte: use 8 measures of bounding boxes
        1     ; 1 byte: start at measure 1
1       124   ; 1 byte: use 124 measures of bounding boxes

        4     : 1 byte: track 2 uses Level bounding boxes
T       2     : 1 byte: number of sub sequence
R ──►   1     : 1 byte: start at measure one
A       8     : 1 byte: use 8 measures of bounding boxes
C       1     : 1 byte: start at measure 1
K       124   : 1 byte: use 124 measures of bounding boxes

2
        Etc...for tracks 3 and 4

        Total bytes: 25
```

FIGURE 6: Scheme for a Time Map

HEADER

Audio/Visual source: index in table giving information about the real-time performance, such as the track number on a CD or total duration of a recording.

Number of events in map (slices in a musical score, pictures in a slide show, etc.)

TIME EVENTS

Event 1:
Time offset: time units since previous event
Track flags: bits for each track in the Sequence Map

Event 2:
Time offset: time units since previous event
Track flags: bits for each track in the Sequence Map

Event 3: ...

FIGURE 7: Sample Data for a Time Map of a Musical Score According to the scheme of Figure 6

```
1     ; 1 byte: index into table of audio sources
4985  ; variable number of bytes: total slices in score
0     ; variable bytes: offset of slice 1 from start of recording
7     ; variable bytes: tracks 1, 2, 3 have slice bounding boxes
25    ; variable bytes: offset of slice 2 from slice 1, in time units
6     ; variable bytes: tracks 2 & 3 have slice bounding boxes
13    ; variable bytes: offset of slice 3 from slice 2
2     ; variable bytes: only track two has music at this slice
Etc...
```

[Note: values are compressed by using a single byte for all values under 128, and a bit flag (bit 7) and variable numbers of bytes for all larger values.}